



STIC Search Report

EIC 3700

STIC Database Tracking Number: 117527

TO: Scott E Jones
Location: cp2 10a14
Art Unit: 3713
Monday, March 29, 2004

Case Serial Number: 10/011027

From: Emory Damron
Location: EIC 3700
CP2-2C08
Phone: 305-8587

Emory.Damron@uspto.gov

Search Notes

Dear Scott,

Please find below an inventor search in the bibliographic and full-text foreign patent files, as well as keyword searches in the patent and non-patent literature files, both bibliographic and full text.

References of potential pertinence have been tagged, but please review all the packets in case you like something I didn't.

In addition to searching on Dialog, I also searched Google.com and EPO/JPO/Derwent.

The internet and the nonpatent literature packets contain the best art here.

Apparently, there was quite a lot of activity among software producers to market stereoscopic drivers for 3D applications, foremost among the group being Asus, Elsa and Nvidia. A good bit of this commercial jockeying occurred in 1999-2000, and I supplied you with a record of this wherever I encountered it.

Please contact me if I can refocus or expand any aspect of this case.

Sincerely,

Emory Damron

Technical Information Specialist

EIC 3700, US Patent & Trademark Office

Phone: (703) 305-8587 / Fax: (703) 306-5915

Emory.damron@uspto.gov

SEARCH REQUEST FORM

Scientific and Technical Information Center

Requester's Full Name: SCOTT JONES Examiner #: 78216 Date: 3-23-04
 Art Unit: 3713 Phone Number 30 8-7133 Serial Number: 10/01027
 Mail Box and Bldg/Room Location: CPODA14/3713 Results Format Preferred (circle): PAPER DISK E-MAIL

If more than one search is submitted, please prioritize searches in order of need.

Please provide a detailed statement of the search topic, and describe as specifically as possible the subject matter to be searched. Include the elected species or structures, keywords, synonyms, acronyms, and registry numbers, and combine with the concept or utility of the invention. Define any terms that may have a special meaning. Give examples or relevant citations, authors, etc., if known. Please attach a copy of the cover sheet, pertinent claims, and abstract.

Title of Invention: VIRTUAL REALITY GAME SYSTEM USING PSEUDO 3D DISPLAY DRIVER

Inventors (please provide full names): L AURENT SCALLIF → CEDRIC BOUTELIER

Earliest Priority Filing Date: 11-2-2000

For Sequence Searches Only Please include all pertinent information (parent, child, divisional, or issued patent numbers) along with the appropriate serial number.

The invention is related to a method for rendering a 3-D stereo-sopic display on a two-dimensional display for a virtual reality game system. (The inventive concept may be found in games, education, or even the medical/surgical device technology).

The invention generates a 3-D output display signal which would normally be used to display to a display screen or monitor; however, the normal 3-D output display signal is captured/redirected to a pseudo software driver which outputs a separate left view image and right view image for display in a 3-D stereoscopic display device such as a head-mounted stereoscopy goggles, head-mounted 3D display device, or a stereoscopy monitor. Please see independent claims 1, 15 and Figure 1A attached.

STAFF USE ONLY		Type of Search	Vendors and cost where applicable
Searcher:	<u>Emory Damon</u>	NA Sequence (#)	STN _____
Searcher Phone #:	<u>30 58587</u>	AA Sequence (#)	Dialog <input checked="" type="checkbox"/> <u>683.44</u>
Searcher Location:	<u>CP2 2 C8</u>	Structure (#)	Questel/Orbit _____
Date Searcher Picked Up:	<u>3/26/04 845pm</u>	Bibliographic <input checked="" type="checkbox"/>	Dr.Link _____
Date Completed:	<u>3/29/04 945am</u>	Litigation _____	Lexis/Nexis _____
Searcher Prep & Review Time:	<u>210 min</u>	Fulltext <input checked="" type="checkbox"/>	Sequence Systems _____
Clerical Prep Time:	<u>8</u>	Patent Family _____	WWW/Internet <input checked="" type="checkbox"/>
Online Time:	<u>210 min</u>	Other _____	Other (specify) _____

Set	Items	Description
S1	30	PSEUDODRIVER? ? OR PSEUDO(3W)DRIVER? ? OR PSDD
S2	953	SOFTWARE()DRIVER? ? OR PSEUDO()(ROUTER? ? OR REROUT??? OR - DIRECT??? OR REDIRECT???) OR VIRTUAL()(DRIVER? ? OR ROUTER? ?) OR PSEUDO()(API OR APPLICATION()PROGRAMMING()INTERFACE? ?)
S3	382	MULTIPLEX????(3N)SOFTWARE? ? OR (MUXDEMUX OR MUX()DEMUX)(3- N)(DRIVER? ? OR SOFTWARE? ?) OR (MULTIPLEX?????(2N)DEMULITIPLE- X?????) (3N)(DRIVER? ? OR SOFTWARE? ?)
S4	5	(NVIDIA OR ASUS OR ELSA)(3W)DRIVER? ?
S5	912618	3()D OR 3D OR 3DIMENSION???? OR 3()DIMENSION???? OR THREE(-)D OR THREED OR THREE()DIMENSION???? OR THREEDIMENSION????
S6	43447	STEREO()SCOP???? OR STEREOSCOP???? OR (STEREO OR TANDEM - OR DUAL)()(VISION OR VIEW???? OR GRAPHIC???? OR IMAG????) OR STEREOPSIS???? OR STEREOPTIC???? OR STEREO()OPTIC???? OR ST- EREOVISION????
S7	29	STEREO3D OR 3DSTEREO
S8	4079	LEFT(3N)(OUTPUT???? OR SIGNAL???? OR IMAGE()DATA OR VIEW? - ?)
S9	3091	RIGHT(3N)(OUTPUT???? OR SIGNAL???? OR IMAGE()DATA OR VIEW? ?)
S10	390554	GAME? ? OR VIDEOGAME? ? OR VIRTUAL()REALITY OR VIRTUAL3D OR CYBERGAME? ? OR GOOGLES OR CYBERGOOGLES OR CYBERHELMET?? OR - (HEAD()MOUNTED OR HEADMOUNTED)(2N)(DISPLAY??? OR DEVICE? ? OR HELMET? ?)
S11	1580998	CONVERT??? OR CONVERS???? OR TRANSLAT???? OR INTERCEPT?????
S12	13308	(MULTI OR MULTIPLE OR SEPARATE OR PLURAL OR PLURALITY OR A- DITIONAL OR NUMEROUS OR SEVERAL OR MANIFOLD)()(IMAGE??? OR V- IEW? ? OR DISPLAY? ?)
S13	1369	S1:S4
S14	19741	S5 AND S6
S15	5	S13 AND (S14 OR S7)
S16	0	S15 AND S8:S12
S17	10	S15 OR S4
S18	10	RD (unique items)
? show files		
File	94:JICST-EPlus	1985-2004/Mar W2 (c)2004 Japan Science and Tech Corp(JST)
File	95:TEME-Technology & Management	1989-2004/Mar W1 (c) 2004 FIZ TECHNIK
File	99:Wilson Appl. Sci & Tech Abs	1983-2004/Feb (c) 2004 The HW Wilson Co.
File	35:Dissertation Abs Online	1861-2004/Feb (c) 2004 ProQuest Info&Learning
File	111:TGG Natl.Newspaper Index(SM)	1979-2004/Mar 29 (c) 2004 The Gale Group
File	583:Gale Group Globalbase(TM)	1986-2002/Dec 13 (c) 2002 The Gale Group
File	2:INSPEC	1969-2004/Mar W3 (c) 2004 Institution of Electrical Engineers
File	6:NTIS	1964-2004/Mar W4 (c) 2004 NTIS, Intl Cpyrgh All Rights Res
File	8:Ei Compendex(R)	1970-2004/Mar W3 (c) 2004 Elsevier Eng: Info. Inc.
File	34:SciSearch(R)	Cited Ref Sci 1990-2004/Mar W3 (c) 2004 Inst for Sci Info
File	434:SciSearch(R)	Cited Ref Sci 1974-1989/Dec (c) 1998 Inst for Sci Info
File	65:Inside Conferences	1993-2004/Mar W3 (c) 2004 BLDSC all rts. reserv.
File	473:FINANCIAL TIMES ABSTRACTS	1998-2001/APR 02 (c) 2001 THE NEW YORK TIMES

File 474:New York Times Abs 1969-2004/Mar 27
(c) 2004 The New York Times

File 475:Wall Street Journal Abs 1973-2004/Mar 26
(c) 2004 The New York Times

File 481:DELPHES Eur Bus 95-2004/Mar W2
(c) 2004 ACFCI & Chambre CommInd Paris

File 48:SPORTDiscus 1962-2004/Mar
(c) 2004 Sport Information Resource Centre

File 50:CAB Abstracts 1972-2004/Feb
(c) 2004 CAB International

File 233:Internet & Personal Comp. Abs. 1981-2003/Sep
(c) 2003 EBSCO Pub.

?

18/3,K/1 (Item 1 from file: 111)
DIALOG(R)File 111:TGG Natl.Newspaper Index(SM)
(c) 2004 The Gale Group. All rts. reserv.

08171903 Supplier Number: 102653350
NVIDIA nForce2 and Unified Driver Architecture deliver low-cost product life-cycle management to corporate customers.
PR Newswire, EU2354118
June 2, 2003
LANGUAGE: English RECORD TYPE: Citation

NVIDIA nForce2 and Unified Driver Architecture deliver low-cost product life-cycle management to corporate customers.

18/3,K/2 (Item 2 from file: 111)
DIALOG(R)File 111:TGG Natl.Newspaper Index(SM)
(c) 2004 The Gale Group. All rts. reserv.

06828764 Supplier Number: 70965614
NVIDIA GeForce3 GPU Optimized for Intel Platforms; NVIDIA GeForce3 Architecture and Drivers Take Full Advantage of the Pentium 4 Processor.
Business Wire, 0143
March 1, 2001
LANGUAGE: English RECORD TYPE: Citation

NVIDIA GeForce3 GPU Optimized for Intel Platforms; NVIDIA GeForce3 Architecture and Drivers Take Full Advantage of the Pentium 4 Processor.

18/3,K/3 (Item 3 from file: 111)
DIALOG(R)File 111:TGG Natl.Newspaper Index(SM)
(c) 2004 The Gale Group. All rts. reserv.

05119709 Supplier Number: 19273623
ELSA GLoria-L: King of the Graphics Hill; ELSA releases GLoria Advanced Driver Edition: New driver set for Windows NT 4.0; Provides performance boost of more than 60 % as well as new user utilities.
Business Wire, p4041044
April 4, 1997
LANGUAGE: English RECORD TYPE: Citation

ELSA GLoria-L: King of the Graphics Hill; ELSA releases GLoria Advanced Driver Edition: New driver set for Windows NT 4.0; Provides performance boost of more than...

18/3,K/4 (Item 1 from file: 2)

DIALOG(R) File 2:INSPEC

(c) 2004 Institution of Electrical Engineers. All rts. reserv.

7467256 INSPEC Abstract Number: C2003-01-5260B-338

Title: Development of stereo PACS viewer for the 3D endoscopic image

Author(s): Jeonghoon Kim; Junyoung Lee; Sungjae Lee; Myoungho Lee

Author Affiliation: Dept. of Electron. Commun., Shinheung Coll.
Euijungbu, Kyungki, South Korea

Conference Title: ICCAS 2002. International Conference on Control,
Automation and Systems p.3025-7

Publisher: Inst. Control, Autom. & Syst. Eng, Taejon, South Korea

Publication Date: 2001 Country of Publication: South Korea CD-ROM pp.

Material Identity Number: XX-2001-01846

Conference Title: Proceedings of 2001 International Conference on
Control, Automation and Systems (16th Korea Automatic Control Conference)

Conference Sponsor: Korea Res. Found.; Korea Sci. & Eng. Found.; Korea
Nat. Tourism Organ.; Korean Federation of Sci. & Technol. Soc

Conference Date: 17-21 Oct. 2001 Conference Location: Jeju Island,
South Korea

Language: English

Subfile: C

Copyright 2002, IEE

Title: Development of stereo PACS viewer for the 3D endoscopic image

...Abstract: picture archiving and communication system) is not available
yet due to some limitations of medical **stereo image** software and
viewing devices. As a stereo PACS viewer, we designed two functions: one is
selecting and viewing a multiplexed **stereo image** directly; and the
other is selecting a stereo pair image (left and right sides both) and
merging the stereo pair image into a **multiplexed** image in **software**. For
the medical image compression of 3D (stereo) endoscopic images, we used
JPEG and wavelet compression to determine an acceptable compression rate...

...Descriptors: **stereo image** processing

...Identifiers: 3D endoscopic image

18/3,K/5 (Item 2 from file: 2)

DIALOG(R)File 2:INSPEC

(c) 2004 Institution of Electrical Engineers. All rts. reserv.

7091760 INSPEC Abstract Number: A2001-24-8770E-008, B2001-12-7510-046,
C2001-12-7330-342

Title: Development of 3 - D stereo endoscopic PACS viewer

Author(s): Jeonghoon Kim; Junyoung Lee; Sungjae Lee; Myoungho Lee

Author Affiliation: Dept. of Electron. Commun., Shinheung Coll.,
Euijungbu, South Korea

Conference Title: ISIE 2001. 2001 IEEE International Symposium on
Industrial Electronics Proceedings (Cat. No.01TH8570) Part vol.1 p.
278-80 vol.1

Publisher: IEEE, Piscataway, NJ, USA

Publication Date: 2001 Country of Publication: USA 3 vol. xv+2147 pp.

ISBN: 0 7803 7090 2 Material Identity Number: XX-2001-01368

U.S. Copyright Clearance Center Code: 0 7803 7090 2/2001/\$10.00

Conference Title: ISIE 2001. 2001 IEEE International Symposium on
Industrial Electronics Proceedings

Conference Sponsor: IEEE Ind. Electron. Soc.; Pusan Nat. Univ.; Changwon
Nat. Univ.; Inst. Control, Autom. & Syst. Eng.; Soc. Instrum. & Control
Eng. Japan; Samsung Electron.; LG Electron.; LG Electron.; Pusan-Kyungnam
Automotive Techno Center; Res. Inst. Comput., Inf. & Commun

Conference Date: 12-16 June 2001 Conference Location: Pusan, South
Korea

Language: English

Subfile: A B C

Copyright 2001, IEE

Title: Development of 3 - D stereo endoscopic PACS viewer

...Abstract: picture archiving and communication system) is not available yet because of some limitations of medical **stereo image** software and viewing devices. As a stereo PACS viewer, the authors designed two functions. One is selecting and viewing a multiplexed **stereo image** directly, and the other is selecting a stereo pair image (left and right sides both) and merging the stereo pair image into a **multiplexed** image in **software**. For the medical image compression of 3 - D (stereo) endoscopic images, the authors used JPEG and wavelet compression and to determine an acceptable...

...Descriptors: **stereo image** processing

Identifiers: 3 - D stereo endoscopic PACS viewer development..

...medical **stereo image** software...

...multiplexed **stereo image** ;

18/3,K/6 (Item 3 from file: 2)

DIALOG(R)File 2:INSPEC

(c) 2004 Institution of Electrical Engineers. All rts. reserv.

6941078 INSPEC Abstract Number: C2001-07-7400-007

Title: The 3rd dimension [software review]

Journal: CAD User vol.13, no.11 p.42-3

Publisher: Compudraft Ltd,

Publication Date: Dec. 2000 Country of Publication: UK

CODEN: CAUSFD ISSN: 0959-6259

SICI: 0959-6259(200012)13:11L.42:DSR;1-A

Material Identity Number: G236-2001-002

Language: English

Subfile: C

Copyright 2001, IEE

Abstract: Stereographics has launched a complete 3D stereoscopic visualisation system that can run on ordinary PCs with standard graphics cards. StereoEyes Wired comprises...

... supplied with, in addition to the eyewear, the same mini-DIN connector, a StereoEnabler and **Stereo3D software drivers**. The StereoEnabler is a connector that acts as a pass-through VGA connector for the monitor and outputs the stereo sync signal via the 3-pin mini-DIN (standard VSA **stereoscopic**) plug connected to the StereoEnabler. The intention behind Stereographic's products is to provide true...

...Descriptors: **stereo image processing**

...Identifiers: **3D stereoscopic visualisation system...**

... **Stereo3D** ; ...

... **software drivers** ;

18/3,K/7 (Item 4 from file: 2)

DIALOG(R)File 2:INSPEC

(c) 2004 Institution of Electrical Engineers. All rts. reserv.

04281110 INSPEC Abstract Number: C9212-6180G-022

Title: ELSA display lists for Windows

Author(s): Haefeker, W.

Author Affiliation: ELSA America Inc., San Francisco, CA, USA

Conference Title: Electro/92 p.92-4 vol.1

Publisher: Electron. Convention Manage, Ventura, CA, USA

Publication Date: 1992 Country of Publication: USA 5 vol.
(v+205+ii+188+ii+145+iv+178+ii+90) pp.

Conference Sponsor: IEEE; ERA

Conference Date: 12-14 May 1992 Conference Location: Boston, MA, USA

Language: English

Subfile: C

...Abstract: the Windows environment while providing a software interface neatly fitting the needs of CAD applications. ELSA 's SPEEDDraw **driver** software takes full advantage of the hardware capabilities of the graphics board and is written...

18/3,K/8 (Item 1 from file: 8)
DIALOG(R)File 8:Ei Compendex(R)
(c) 2004 Elsevier Eng. Info. Inc. All rts. reserv.

05910424 E.I. No: EIP01426688721

Title: Development of 3 - D stereo endoscopic PACS viewer

Author: Kim, J.; Lee, J.; Lee, S.; Lee, M.

Corporate Source: Dept. of Electronic Communication Shinheung College,
Euijungbu, South Korea

Conference Title: 2001 IEEE International Symposium on Industrial
Electronics Proceedings (ISIE 2001)

Conference Location: Pusan, South Korea Conference Date:
20010612-20010616

E.I. Conference No.: 58501

Source: IEEE International Symposium on Industrial Electronics v 1 2001.
p 278-280 (IEEE cat n 01TH8570)

Publication Year: 2001

CODEN: 85PTAR

Language: English

Title: Development of 3 - D stereo endoscopic PACS viewer

...Abstract: Picture Archiving and Communication System) is not available yet because of some limitations of medical **stereo image** software and viewing devices. As a stereo PACS viewer, we designed two functions. One is selecting and viewing a multiplexed stereo image directly, and the other is selecting a stereo pair image (left and right sides both) and merging the stereo pair image into a **multiplexed** image in **software**. For the medical image compression of 3 - D (stereo) endoscopic images, we used JPEG and Wavelet compression and to determine an acceptable compression...

Descriptors: Imaging systems; **Stereo vision ; Three dimensional ;**
Endoscopy; Medical applications; Image compression; Signal to noise ratio

8/3,K/9 (Item 2 from file: 8)
DIALOG(R)File 8:Ei Compendex(R)
(c) 2004 Elsevier Eng. Info. Inc. All rts. reserv.

04174050 E.I. No: EIP95042668241

Title: Double-buffering technique for binocular imaging in a window
Author: McVeigh, Jeffrey S.; Grinberg, Victor S.; Siegel, Melvin W.
Corporate Source: Carnegie Mellon Univ., Pittsburgh, PA, USA
Conference Title: Stereoscopic Displays and Virtual Reality Systems II
Conference Location: San Jose, CA, USA Conference Date:
19950207-19950208

E.I. Conference No.: 22224
Source: Proceedings of SPIE - The International Society for Optical Engineering v 2409 1995. Society of Photo-Optical Instrumentation Engineers, Bellingham, WA, USA. p 168-175
Publication Year: 1995
CODEN: PSISDG ISSN: 0277-786X ISBN: 0-8194-1756-4
Language: English

...Abstract: graphics system for binocular image rendering. Our technique allows for multiple, re-sizeable, full-resolution **stereoscopic** and monoscopic windows to be displayed simultaneously. We describe corresponding software developed to exploit this...

...zero-disparity plane and effective interocular separation. Several perceptual experiments indicate that most viewers perceive 3D comfortably with this system. We also discuss speed and architecture requirements of the graphics and processor hardware to provide flickerless **stereoscopic** animation and video with our technique. 17 Refs.

Descriptors: Display devices; Binocular vision; Digital image storage; Imaging techniques; Time division **multiplexing**; Animation; Computer **software**; Computer graphics

Identifiers: Double buffering; Binocular digital imaging; Windows; Zero disparity; Interocular separation; Flickerless **stereoscopic** animation

18/3,K/10 (Item 1 from file: 233)
DIALOG(R)File 233:Internet & Personal Comp. Abs.
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00658862 02CG03-007

Quadro DCC -- Nvidia's GeForce 3 with extras

Maestri, George

Computer Graphics World , March 1, 2002 , v25 n3 p38, 1 Page(s)

ISSN: 0271-4159

Company Name: Nvidia

URL: <http://www.nvidia.com>

Product Name: Quadro DCC

...VGA connector to support LCD or analog monitors; OpenGL and DirectX 8 extensions; inclusion of **Elsa**'s Maxtreme **drivers** for 3ds max; drivers support for three levels of transparency; addition of vertex and pixel...

Set	Items	Description
S1	2	AU=(SCALLIE L? OR SCALLIE, L?)
S2	2	AU=(BOUTELIER C? OR BOUTELIER, C?)
S3	29	PSEUDODRIVER? ? OR PSEUDO(3W)DRIVER? ?
S4	45199	STEREO?????????
S5	790512	IC=H04N?
S6	2	S1:S2
S7	2	S6 AND S3:S5
S8	2	IDPAT (sorted in duplicate/non-duplicate order)

? show files

File 347:JAPIO Nov 1976-2003/Nov(Updated 040308)

(c) 2004 JPO & JAPIO

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200419

(c) 2004 Thomson Derwent

8/3,K/1 (Item 1 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

015360691 **Image available**

WPI Acc No: 2003-421629/200339

Related WPI Acc No: 2002-405566

XRPX Acc No: N03-336731

Operating method for three-dimensional (3D) application software intended to provide a display output to a two-dimensional (2D) screen display for virtual reality game systems where 3D stereoscopic display is generated

Patent Assignee: ATLANTIS CYBERSPACE INC (ATLA-N)

Inventor: BOUTELIER C ; SCALLIE L

Number of Countries: 099 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200339698	A1	20030515	WO 2002US35238	A	20021031	200339 B

Priority Applications (No Type Date): US 200111027 A 20011102; US 200111023 A 20011102

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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WO 200339698	A1	E	42	A63F-009/24	
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Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG UZ VN YU ZA ZM ZW

Designated States (Regional): AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SK SL SZ TR TZ UG ZM ZW

... output to a two-dimensional (2D) screen display for virtual reality game systems where 3D stereoscopic display is generated
Inventor: BOUTELIER C ...

... SCALLIE L

Abstract (Basic):

... The 3D application data output from the application software is intercepted and redirected to a **pseudo driver** for generating a 3D **stereoscopic** display. The **pseudo 3D** display **driver** is used to generate a 3D **stereoscopic** display.

... games written to be displayed on 2D display hardware to be operated to provide 3D **stereoscopic** display without having to re-write the video game software for the 3D display hardware...

...Title Terms: STEREOGRAPHIC ;

8/3,K/2 (Item 2 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

014584862 **Image available**

WPI Acc No: 2002-405566/200243

Related WPI Acc No: 2003-421629

XRPX Acc No: N02-318408

Virtual reality game system with pseudo three-dimensional display driver and mission control to generate stereoscopic vision output for three-dimensional stereoscopic display

Patent Assignee: ATLANTIS CYBERSPACE INC (ATLA-N); SCALLIE L (SCAL-I); BOUTELIER C (BOUT-I)

Inventor: SCALLIE L ; BOUTELIER C

Number of Countries: 098 Number of Patents: 004

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200236225	A1	20020510	WO 2001US46939	A	20011102	200243 B
US 20020082086	A1	20020627	US 2000244796	P	20001102	200245
			US 200111023	A	20011102	
AU 200227273	A	20020515	AU 200227273	A	20011102	200258
US 20020154214	A1	20021024	US 2000244795	P	20001102	200273
			US 200111027	A	20011102	

Priority Applications (No Type Date): US 2000244796 P 20001102; US 2000244795 P 20001102; US 200111023 A 20011102; US 200111027 A 20011102

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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WO 200236225 A1 E 41 A63F-009/24

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

US 20020082086 A1 G06F-019/00 Provisional application US 2000244796

AU 200227273 A A63F-009/24 Based on patent WO 200236225

US 20020154214 A1 H04N-013/04 Provisional application US 2000244795

Virtual reality game system with pseudo three-dimensional display driver and mission control to generate stereoscopic vision output for three-dimensional stereoscopic display

Inventor: SCALLIE L ...

... BOUTELIER C

...Title Terms: STEREOSCOPIC ;

...International Patent Class (Main): H04N-013/04

Set	Items	Description
S1	4	AU=(SCALLIE L? OR SCALLIE, L?)
S2	4	AU=(BOUTELIER C? OR BOUTELIER, C?)
S3	72	PSEUDODRIVER? ? OR PSEUDO(3W)DRIVER? ?
S4	51938	STEREO?????????
S5	54996	IC=H04N?
S6	4	S1:S2
S7	4	S6 AND S3:S5
S8	4	IDPAT (sorted in duplicate/non-duplicate order)

? show files

File 348:EUROPEAN PATENTS 1978-2004/Mar W02

(c) 2004 European Patent Office

File 349:PCT FULLTEXT 1979-2002/UB=20040318,UT=20040311

(c) 2004 WIPO/Univentio

8/5,AU/1 (Item 1 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
(c) 2004 European Patent Office. All rts. reserv.

01603376
VIRTUAL REALITY GAME SYSTEM WITH PSEUDO 3D DISPLAY DRIVER MISSION
CONTROL

SYSTEME DE JEU DE REALITE VIRTUELLE COMPORTANT DES PSEUDO-COMMANDES
D'AFFICHAGE 3D ET UNE COMMANDE DE MISSION

PATENT ASSIGNEE:

Atlantis Cyberspace, Inc., (4104070), Bldg. 12, 874 Dillingham Blvd,
Honolulu, HI 96817-4598, (US), (Applicant designated States: all)

INVENTOR:

SCALLIE, Laurent Atlantis Cyberspace, Inc. , Bldg. 12 874 Dillingham
Blvd., Honolulu, HI 96817-4598, (US)

BOUTELIER, Cedric Atlantis Cyberspace, Inc. , Bldg. 12 874 Dillingham
Blvd., Honolulu, HI 96817-4598, (US)

PATENT (CC, No, Kind, Date):

WO 2003039698 030515

APPLICATION (CC, No, Date): EP 2002776433 021031; WO 2002US35238 021031

PRIORITY (CC, No, Date): US 11023 011102; US 11027 011102

DESIGNATED STATES: AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES; FI; FR; GB; GR;

IE; IT; LI; LU; MC; NL; PT

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: A63F-009/24

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 030709 A1 International application. (Art. 158(1))

Application: 030709 A1 International application entering European
phase

LANGUAGE (Publication, Procedural, Application): English; English; English

8/5,AU/2 (Item 2 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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01009962

VIRTUAL REALITY GAME SYSTEM WITH PSEUDO 3D DISPLAY DRIVER & MISSION CONTROL

SYSTEME DE JEU DE REALITE VIRTUELLE COMPORTANT DES PSEUDO-COMMANDES D'AFFICHAGE 3D ET UNE COMMANDE DE MISSION

Patent Applicant/Assignee:

ATLANTIS CYBERSPACE INC, Bldg. 12, 874 Dillingham Blvd., Honolulu, HI 96817-4598, US, US (Residence), US (Nationality)

Inventor(s):

SCALLIE Laurent , Atlantis Cyberspace, Inc., Bldg. 12, 874 Dillingham Blvd., Honolulu, HI 96817-4598, US,

BOUTELIER Cedric , Atlantis Cyberspace, Inc., Bldg. 12, 874 Dillingham Blvd., Honolulu, HI 96817-4598, US

Legal Representative:

CHONG Leighton K (agent), Ostrager Chong & Flaherty (Hawaii), Suite 1200, 841 Bishop Street, Honolulu, HI 96813-3908, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200339698 A1 20030515 (WO 0339698)

Application: WO 2002US35238 20021031 (PCT/WO US0235238)

Priority Application: US 200111023 20011102; US 200111027 20011102

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG UZ VN YU ZA ZM ZW
(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR IE IT LU MC NL PT SE SK TR
(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Main International Patent Class: A63F-009/24

Publication Language: English

Filing Language: English

Fulltext Word Count: 11971

English Abstract

The 3D video game software (10) is played by a Player and generates a stream of 3D visuals through a game engine that outputs 3D game data. Video games are written using one of several common Application Programming Interfaces (API) for handling the rendering and display functions of the game. The 3D game data are output with API function calls to conventional API drivers (12), which render the 3D game data into display image data that are fed to a graphics display card (14) and result in a 2D image displayed on a 2D display monitor (16). The 3D game data output of the video game software (10) are intercepted and redirected to pseudo API divers (20) which generate right (R) and left (L) stereoscopic image outputs to right and left stereoscopic display cards (22, 24) that generate the resulting 3D stereoscopic display on a 3D display device (26).

French Abstract

L'invention concerne un logiciel (10) de jeu video 3D destine a etre utilise par un joueur, et qui produit un flux d'images 3D au moyen d'un moteur de jeu produisant lui-meme des donnees de jeu. Les jeux video sont ecrits a l'aide d'une des interfaces communes de programmation d'application (API) en vue de traiter le rendu et d'afficher les fonctions du jeu. Les donnees de jeu 3D sont produites au moyen d'appels de fonction d'API destines a des commandes (12) d'API classiques, qui

permettent de convertir les donnees de jeu en donnees d'image d'affichage, lesquelles sont chargees sur une carte graphique (14) d'affichage et resultant en une image 2D affichee sur un ecran d'affichage 2D (16). Les donnees de jeu 3D produites par le logiciel (10) de jeu video sont interceptees et redirigees vers des pseudo-commandes (20) d'API qui produisent des donnees de sortie d'image **stereoscopique** gauche (G) et droite (D) vers des cartes d'affichage (22, 24) **stereoscopiques** gauche et droite, lesquelles produisent a leur tour l'affichage **stereoscopique** 3D sur un dispositif d'affichage (26) 3D.

Legal Status (Type, Date, Text)

Publication 20030515 A1 With international search report.

Publication 20030515 A1 Before the expiration of the time limit for amending the claims and to be republished in the event of the receipt of amendments.

Examination 20031009 Request for preliminary examination prior to end of 19th month from priority date

8/5,AU/3 (Item 3 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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01481340

VIRTUAL REALITY GAME SYSTEM WITH PSEUDO 3D DISPLAY DRIVER AND MISSION
CONTROL

VIRTUAL-REALITY-SPIELSYSTEM MIT PSEUDO-3D-ANZEIGETREIBER UND KOMMANDOZENTRA
LE

SYSTEME VIRTUEL DE JEU SIMULANT LA REALITE, COMPRENNANT UN PSEUDO PILOTE
D'AFFICHAGE TRIDIMENSIONNEL ET UN CENTRE DE COMMANDE

PATENT ASSIGNEE:

Atlantis Cyberspace, Inc., (4104070), Bldg. 12, 874 Dillingham Blvd,
Honolulu, HI 96817-4598, (US), (Applicant designated States: all)

INVENTOR:

SCALLIE, Laurent, c/o Atlantis Cyberspace, Inc. , Bldg. 12, 874
Dillingham Blvd., Honolulu, HI 96817-4598, (US)

BOUTELIER, Cedric, c/o Atlantis Cyberspace, Inc. , Bldg. 12, 874
Dillingham Blvd., Honolulu, HI 96817-4598, (US)

LEGAL REPRESENTATIVE:

Karlsson, Leif Karl Gunnar (69803), L.A. Groth & Co. KB, Box 6107, 102 32
Stockholm, (SE)

PATENT (CC, No, Kind, Date):

WO 2002036225 020510

APPLICATION (CC, No, Date): EP 2001992602 011102; WO 2001US46939 011102

PRIORITY (CC, No, Date): US 244795 P 001102; US 244796 P 001102

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE; TR

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: A63F-009/24

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 021030 A1 International application. (Art. 158(1))

Application: 021030 A1 International application entering European
phase

Application: 031217 A1 International application. (Art. 158(1))

Appl Changed: 031217 A1 International application not entering European
phase

Withdrawal: 031217 A1 Date application deemed withdrawn: 20030603

LANGUAGE (Publication,Procedural,Application): English; English; English

8/5,AU/4 (Item 4 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00902464

VIRTUAL REALITY GAME SYSTEM WITH PSEUDO 3D DISPLAY DRIVER AND MISSION CONTROL

SYSTEME VIRTUEL DE JEU SIMULANT LA REALITE, COMPRENANT UN PSEUDO PILOTE D'AFFICHAGE TRIDIMENSIONNEL ET UN CENTRE DE COMMANDE

Patent Applicant/Assignee:

ATLANTIS CYBERSPACE INC, Bldg. 12, 874 Dillingham Blvd., Honolulu, HI 96817-4598, US, US (Residence), US (Nationality)

Inventor(s):

SCALLIE Laurent , c/o Atlantis Cyberspace, Inc., Bldg. 12, 874 Dillingham Blvd., Honolulu, HI 96817-4598, US,

BOUTELIER Cedric , c/o Atlantis Cyberspace, Inc., Bldg. 12, 874 Dillingham Blvd., Honolulu, HI 96817-4598, US

Legal Representative:

CHONG Leighton K (agent), Ostrager Chong & Flaherty (Hawaii), Ste. 1200, 841 Bishop Street, Honolulu, HI 96813-3908, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200236225 A1 20020510 (WO 0236225)

Application: WO 2001US46939 20011102 (PCT/WO US0146939)

Priority Application: US 2000244795 20001102; US 2000244796 20001102

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW
(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR
(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Main International Patent Class: A63F-009/24

Publication Language: English

Filing Language: English

Fulltext Word Count: 11851

English Abstract

A virtual reality game system and method uses **pseudo drivers** to generate **stereo** vision outputs for a 3D **stereoscopic** display from game software normally intended for output to a 2D display of a conventional game console or PC. A "mission control" system is also provided for controlling multiple game playing satellite computers (20) on a network running many game programs of different types from different publishers. The mission control program sends generic control commands to satellite computers for controlling any of the game programs, and the satellite game control program loads a game-specific command set from its database (12) for controlling the selected game program, and also provides the mission control program with information on the status of the game program. A plurality of mission control sites (10) can be connected via Internet to a network server which provides an online interface to players anywhere.

French Abstract

L'invention concerne un système et un procédé virtuels de jeu simulant la réalité, lesquels mettent en oeuvre des pseudo pilotes pour produire des sorties de **stereovision** destinées à un affichage **stereoscopique** tridimensionnel à partir d'un logiciel de jeu normalement conçu pour produire une sortie sur un affichage bidimensionnel d'une console de jeux classique ou d'un PC. Un système de centre de commande sert également à

commander plusieurs ordinateurs satellites (20) participant au jeu, sur un reseau faisant fonctionner plusieurs programmes de types differents, a partir d'editeurs divers. Le programme du centre de commande envoie des commandes de gestion generiques aux programmes de gestion de jeu satellite sur les ordinateurs satellites, aux fins de gestion de tout programme de jeu; le programme de gestion de jeu satellite charge un ensemble de commandes specifiques au jeu, a partir de sa base de donnees (12), afin de gerer le programme de jeu choisi, et il fournit egalement, au programme du centre de commande, des informations sur l'etat du programme de jeu. Plusieurs sites de centre de commande (10) peuvent etre connectes, par le biais de l'Internet, a un serveur de reseau, lequel constitue une interface en ligne avec des joueurs se situant n'importe ou.

Legal Status (Type, Date, Text)

Publication 20020510 A1 With international search report.

Publication 20020510 A1 Before the expiration of the time limit for amending the claims and to be republished in the event of the receipt of amendments.

Set	Items	Description
S1	0	AU=(SCALLIE L? OR SCALLIE, L?)
S2	38	AU=(BOUTELIER C? OR BOUTELIER, C?)
S3	16	PSEUDODRIVER? ? OR PSEUDO(3W)DRIVER? ?
S4	279061	STEREO?????????
S5	0	S1:S2 AND S3:S4
S6	0	S3:S4 AND (BOUTELIER OR SCALLIE)
? show files		
File	94:JICST-EPlus	1985-2004/Mar W2 (c) 2004 Japan Science and Tech Corp(JST)
File	95:TEME-Technology & Management	1989-2004/Mar W1 (c) 2004 FIZ TECHNIK
File	99:Wilson Appl. Sci & Tech Abs	1983-2004/Feb (c) 2004 The HW Wilson Co.
File	35:Dissertation Abs Online	1861-2004/Feb (c) 2004 ProQuest Info&Learning
File	111:TGG Natl.Newspaper Index(SM)	1979-2004/Mar 26 (c) 2004 The Gale Group
File	583:Gale Group Globalbase(TM)	1986-2002/Dec 13 (c) 2002 The Gale Group
File	2:INSPEC	1969-2004/Mar W2 (c) 2004 Institution of Electrical Engineers
File	6:NTIS	1964-2004/Mar W4 (c) 2004 NTIS, Intl Cpyrght All Rights Res
File	8:Ei Compendex(R)	1970-2004/Mar W2 (c) 2004 Elsevier Eng. Info. Inc.
File	34:SciSearch(R)	Cited Ref Sci 1990-2004/Mar W3 (c) 2004 Inst for Sci Info
File	434:SciSearch(R)	Cited Ref Sci 1974-1989/Dec (c) 1998 Inst for Sci Info
File	65:Inside Conferences	1993-2004/Mar W3 (c) 2004 BLDSC all rts. reserv.
File	473:FINANCIAL TIMES ABSTRACTS	1998-2001/APR 02 (c) 2001 THE NEW YORK TIMES
File	474:New York Times Abs	1969-2004/Mar 25 (c) 2004 The New York Times
File	475:Wall Street Journal Abs	1973-2004/Mar 25 (c) 2004 The New York Times
File	481:DELPHES Eur Bus	95-2004/Mar W2 (c) 2004 ACFCI & Chambre CommInd Paris
File	48:SPORTDiscus	1962-2004/Mar (c) 2004 Sport Information Resource Centre
File	50:CAB Abstracts	1972-2004/Feb (c) 2004 CAB International
File	233:Internet & Personal Comp. Abs.	1981-2003/Sep (c) 2003 EBSCO Pub.
?		

Set	Items	Description
S1	0	AU=(SCALLIE L? OR SCALLIE, L?)
S2	0	AU=(BOUTELIER C? OR BOUTELIER, C?)
S3	42	PSEUDODRIVER? ? OR PSEUDO(3W)DRIVER? ?
S4	351744	STEREO?????????
S5	0	S3:S4 AND (SCALLIE OR BOUTELIER)
? show files		
File	9:	Business & Industry(R) Jul/1994-2004/Mar 25 (c) 2004 Resp. DB Svcs.
File	16:	Gale Group PROMT(R) 1990-2004/Mar 26 (c) 2004 The Gale Group
File	47:	Gale Group Magazine DB(TM) 1959-2004/Mar 26 (c) 2004 The Gale group
File	80:	TGG Aerospace/Def.Mkts(R) 1986-2004/Mar 26 (c) 2004 The Gale Group
File	141:	Readers Guide 1983-2004/Feb (c) 2004 The HW Wilson Co
File	148:	Gale Group Trade & Industry DB 1976-2004/Mar 26 (c) 2004 The Gale Group
File	160:	Gale Group PROMT(R) 1972-1989 (c) 1999 The Gale Group
File	482:	Newsweek 2000-2004/Mar 09 (c) 2004 Newsweek, Inc.
File	621:	Gale Group New Prod.Annou.(R) 1985-2004/Mar 26 (c) 2004 The Gale Group
File	484:	Periodical Abs Plustext 1986-2004/Mar W3 (c) 2004 ProQuest
File	635:	Business Dateline(R) 1985-2004/Mar 25 (c) 2004 ProQuest Info&Learning
File	636:	Gale Group Newsletter DB(TM) 1987-2004/Mar 26 (c) 2004 The Gale Group
File	646:	Consumer Reports 1982-2004/Mar (c) 2004 Consumer Union
File	609:	Bridge World Markets 2000-2001/Oct 01 (c) 2001 Bridge
File	649:	Gale Group Newswire ASAP(TM) 2004/Mar 25 (c) 2004 The Gale Group
File	610:	Business Wire 1999-2004/Mar 26 (c) 2004 Business Wire.
File	613:	PR Newswire 1999-2004/Mar 26 (c) 2004 PR Newswire Association Inc
File	809:	Bridge World Markets News 1989-1999/Dec 31 (c) 1999 Bridge
File	810:	Business Wire 1986-1999/Feb 28 (c) 1999 Business Wire
File	813:	PR Newswire 1987-1999/Apr 30 (c) 1999 PR Newswire Association Inc
File	20:	Dialog Global Reporter 1997-2004/Mar 26 (c) 2004 The Dialog Corp.
File	570:	Gale Group MARS(R) 1984-2004/Mar 26 (c) 2004 The Gale Group
File	275:	Gale Group Computer DB(TM) 1983-2004/Mar 26 (c) 2004 The Gale Group

Set Items Description
S1 29 PSEUDODRIVER? ? OR PSEUDO(3W)DRIVER? ? OR PSDD
S2 260 SOFTWARE()DRIVER? ? OR PSEUDO()(ROUTER? ? OR REROUT??? OR -
 DIRECT??? OR REDIRECT???) OR VIRTUAL()(DRIVER? ? OR ROUTER? ?)
 OR PSEUDO()(API OR APPLICATION()PROGRAMMING()INTERFACE? ?)
S3 59 MULTIPLEX????(3N)SOFTWARE? ? OR (MUXDEMUX OR MUX()DEMUX)(3-
 N)(DRIVER? ? OR SOFTWARE? ?) OR (MULTIPLEX?????(2N)DEMULITIPLE-
 X?????) (3N)(DRIVER? ? OR SOFTWARE? ?)
S4 0 (NVIDIA OR ASUS OR ELSA) (3W)DRIVER? ?
S5 135600 3()D OR 3D OR 3DIMENSION???? OR 3()DIMENSION???? OR THREE(-
)D OR THREED OR THREE()DIMENSION???? OR THREEDIMENSION????
S6 14007 STEREO()SCOP????? OR STEREOSCOP????? OR (STEREO OR TANDEM -
 OR DUAL) ()(VISION OR VIEW???? OR GRAPHIC????? OR IMAG?????) OR
 STEREOPSIS????? OR STEREOPTIC????? OR STEREO()OPTIC????? OR ST-
 EREOVISION????
S7 0 STEREO3D OR 3DSTEREO
S8 9447 LEFT(3N)(OUTPUT???? OR SIGNAL???? OR IMAGE()DATA OR VIEW? -
 ?)
S9 11452 RIGHT(3N)(OUTPUT???? OR SIGNAL???? OR IMAGE()DATA OR VIEW?
 ?)
S10 127991 GAME? ? OR VIDEOGAME? ? OR VIRTUAL()REALITY OR VIRTUAL3D OR
 CYBERGAME? ? OR GOOGLES OR CYBERGOOGLES OR CYBERHELMET?? OR -
 (HEAD()MOUNTED OR HEADMOUNTED) (2N)(DISPLAY??? OR DEVICE? ? OR
 HELMET? ?)
S11 1070498 CONVERT??? OR CONVERS???? OR TRANSLAT???? OR INTERCEPT?????
S12 15603 (MULTI OR MULTIPLE OR SEPARATE OR PLURAL OR PLURALITY OR A-
 DDITIONAL OR NUMEROUS OR SEVERAL OR MANIFOLD) ()(IMAGE??? OR V-
 IEW? ? OR DISPLAY? ?)
S13 790512 IC=H04N?
S14 2 S1:S4 AND S5 AND S6
S15 348 S1:S4
S16 3 S15 AND S5:S6
S17 83 S1:S4 AND S8:S13
S18 25 S17 AND S13
S19 83 S17:S18
S20 6 S19 AND S10
S21 2 S19 AND S8 AND S9
S22 1 S19 AND S12
S23 56 S19 AND S11
S24 3 S23 AND S13
S25 32 S14 OR S16 OR S18 OR S20:S22 OR S24
S26 32 IDPAT (sorted in duplicate/non-duplicate order)
? show files
File 347:JAPIO Nov 1976-2003/Nov(Updated 040308)
 (c) 2004 JPO & JAPIO
File 350:Derwent WPIX 1963-2004/UD,UM &UP=200419
 (c) 2004 Thomson Derwent

?

26/3,K/7 (Item 7 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

APPL CARTS

015360691 **Image available**
WPI Acc No: 2003-421629/200339
Related WPI Acc No: 2002-405566
XRPX Acc No: N03-336731

Operating method for three - dimensional (3D) application software intended to provide a display output to a two-dimensional (2D) screen display for virtual reality game systems where 3D stereoscopic display is generated

Patent Assignee: ATLANTIS CYBERSPACE INC (ATLA-N)

Inventor: BOUTELIER C; SCALLIE J

Number of Countries: 099 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200339698	A1	20030515	WO 2002US35238	A	20021031	200339 B

Priority Applications (No Type Date): US 200111027 A 20011102; US 200111023 A 20011102

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
WO 200339698	A1	E	42 A63F-009/24	

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG UZ VN YU ZA ZM ZW

Designated States (Regional): AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SK SL SZ TR TZ UG ZM ZW

Operating method for three - dimensional (3D) application software intended to provide a display output to a two-dimensional (2D) screen display for virtual reality game systems where 3D stereoscopic display is generated

Abstract (Basic):

... The method involves running the application software in its normal mode to generate 3D application data output which is normally to be sent to an application programming interface (API) driver for the 2D screen display. The 3D application data output from the application software is intercepted and redirected to a **pseudo driver** for generating a **3D stereoscopic** display. The **pseudo 3D display driver** is used to generate a **3D stereoscopic** display.
... b) a method for controlling multiple game playing satellite computers on a network...
...For virtual reality game systems...

...Allows popular 3D video games written to be displayed on 2D display hardware to be operated to provide 3D stereoscopic display without having to re-write the video game software for the 3D display hardware...

...The figure shows the method of intercepting 3D game data...
...Title Terms: **GAME** ;

26/3,K/12 (Item 12 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

apple court

014584862 **Image available**
WPI Acc No: 2002-405566/200243
Related WPI Acc No: 2003-421629
XRPX Acc No: N02-318408

Virtual reality game system with pseudo three-dimensional display driver and mission control to generate stereoscopic vision output for three-dimensional stereoscopic display

Patent Assignee: ATLANTIS CYBERSPACE INC (ATLA-N); SCALLIE L (SCAL-I); BOUTELIER C (BOUT-I)

Inventor: SCALLIE L; BOUTELIER C

Number of Countries: 098 Number of Patents: 004

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200236225	A1	20020510	WO 2001US46939	A	20011102	200243 B
US 20020082086	A1	20020627	US 2000244796	P	20001102	200245
			US 200111023	A	20011102	
AU 200227273	A	20020515	AU 200227273	A	20011102	200258
US 20020154214	A1	20021024	US 2000244795	P	20001102	200273
			US 200111027	A	20011102	

Priority Applications (No Type Date): US 2000244796 P 20001102; US 2000244795 P 20001102; US 200111023 A 20011102; US 200111027 A 20011102

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

WO 200236225 A1 E 41 A63F-009/24

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW
Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

US 20020082086 A1 G06F-019/00 Provisional application US 2000244796

AU 200227273 A A63F-009/24 Based on patent WO 200236225

US 20020154214 A1 H04N-013/04 Provisional application US 2000244795

Virtual reality game system with pseudo three-dimensional display driver and mission control to generate stereoscopic vision output for three-dimensional stereoscopic display

Abstract (Basic):

... A control computer (10) is connected by a network to multiple game playing satellite computers (20) at game stations and operates administration programs for performing administration functions. The computer has a mission control program to control games played on the satellite computers and maintains centralized control without having to control each of the many games offered for play.

... INDEPENDENT CLAIMS are included for a method of operating three-dimensional application software for providing a two-dimensional display, for a method of controlling multiple game playing satellite computers and for a mission control system...

...Creating three-dimensional vision display for popular video games on multiple game stations...

...Title Terms: GAME ;

...International Patent Class (Main): H04N-013/04

26/3,K/19 (Item 19 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

013023358 **Image available**
WPI Acc No: 2000-195209/200017
XRPX Acc No: N00-144426

Input-output interface for controller board with on-board processor to handle drivers for gaming system

Patent Assignee: ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LT (ARIS-N);
ARISTOCRAT LEISURE IND PTY LTD (ARIS-N)

Inventor: BOND A W; MACH R E

Number of Countries: 023 Number of Patents: 005

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200006268	A1	20000210	WO 99AU595	A	19990723	200017	B
AU 9948900	A	20000221	AU 9948900	A	19990723	200029	
AU 748434	B	20020606	AU 9948900	A	19990723	200249	
ZA 200100616	A	20020626	ZA 2001616	A	20010122	200251	
NZ 509450	A	20030328	NZ 509450	A	19990723	200325	
			WO 99AU595	A	19990723		

Priority Applications (No Type Date): US 9894068 P 19980724 .

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
WO 200006268	A1	E	42 A63F-009/24	Designated States (National): AU JP NZ US ZA Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE
AU 9948900	A		A63F-009/24	Based on patent WO 200006268
AU 748434	B		A63F-009/24	Previous Publ. patent AU 9948900 Based on patent WO 200006268
ZA 200100616	A	46	A63F-000/00	
NZ 509450	A		A63F-009/24	Based on patent WO 200006268

Abstract (Basic):

... The gaming system has a microcomputer board (30) housing the main processor (34) for the games . Some peripherals (72-76) are connected directly to the microcomputer board. Other peripherals (117-196...).

...controller board (100). This has a processor operating virtual device drivers for the different hardware. Game processor sends message frames over a high speed link (46,104) that are directed to the virtual drivers .

... Allows the main game processor to dedicate more time to game functions and less to peripheral management and simplifies changes to peripheral hardware...

...Title Terms: GAME ;

26/3, K/23 (Item 23 from file: 350)
DIALOG(R) File 350:Derwent WPIX
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011234532 **Image available**
WPI Acc No: 1997-212435/199719
XRPX Acc No: N97-175303

Synchronising method especially for audio and video digital signals - determining whether audio and video signals are in or out of synchronisation by small number of frames, x, and has video processor which performs one of two synchronising steps, accordingly
Patent Assignee: CIRRUS LOGIC INC (CIRR-N)
Inventor: DAUM D; ORT J
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 5617502	A	19970401	US 96620637	A	19960322	199719 B

Priority Applications (No Type Date): US 96620637 A 19960322

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 5617502	A	7	H04N-005/76	

...Abstract (Basic): This second step of synchronisation involves using a software driver to instruct the video processor to perform a video frame synchronisation procedure. The video processor interrupts the software driver during the video frame synchronisation procedure, on a video frame basis, until the software driver determines a completion point of the video frame synchronisation procedure...

International Patent Class (Main): H04N-005/76

International Patent Class (Additional): H04N-005/928

26/3,K/24 (Item 24 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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008821460 **Image available**

WPI Acc No: 1991-325473/199144

XRPX Acc No: N91-249495

Interconnection and control of multiple audio and video media devices -
allows multi media programme creation and presentation in tandem with
host computer having user friendly interface for graphical control

Patent Assignee: INTERACTIVE MEDIA TECHNOLOGIES INC (INTE-N); INTERACTIVE
MEDIA (INTE-N)

Inventor: GEAR G; NORTH J; ROPER T; VINCENT D M; WILLIAMSON G; OTTO R G;
ROPER T K

Number of Countries: 018 Number of Patents: 003

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 9115920	A	19911017			199144	B
AU 9177437	A	19911030			199205	
US 5170252	A	19921208	US 90506399	A	19900409	199252

Priority Applications (No Type Date): US 90506399 A 19900409

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
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WO 9115920	A			
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Designated States (National): AU CA FI JP

Designated States (Regional): AT BE CH DE DK ES FR GB GR IT LU NL SE
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US 5170252 A 22 H04N-005/268

...Abstract (Basic): analogue multiplexers and a local device processor,
which receives instructions over the communications bus. A **software
driver** controls device configuration in response to user commands, so
that physical device assignments are user...

...Abstract (Equivalent): microprocessor that serves as the local area
network controller for the inter processor communications. A **software
driver** interconnects the multiple video and audio devices (24) in
different configurations in response to user...

International Patent Class (Main): H04N-005/268

International Patent Class (Additional): H04N-005/26

TDV Breaks Into the 3rd Dimension with 3D Video Game Viewing System; New 3D Gaming System Will Revolutionize the PC Game Industry

3D-News Posted: Friday, June 15, 2001 (6:26 UTC) | **Posted By:** Webmaster

TDV Technologies announced on May 14th the immediate availability of its new 3D stereoscopic PC viewing system for video games. Previously scheduled to be released in September 2001, the release of the system was accelerated due to the availability of nVidia's ground breaking new 3D Stereo graphics driver technology.

Imagine yourself totally immersed in a 3D fantasy world like never before. Monsters, race cars, space ships, jet fighters and landscapes jump out of your monitor and into your imagination. You virtually enter the game. TDV has made this concept a reality bringing video game graphics to life in unsurpassed quality.

The TDV gaming system works on a broad range of applications and is fully compatible with industry standard 3D graphics accelerators from nVidia including TNT, TNT2, Vanta, Quadro, Quadro2 family, Quadro DCC, GeForce, GeForce2, and GeForce3.

What's more, the TDV gaming system works with most any Direct3D or OpenGL based game -- hundreds of the most popular games titles. All you need is the latest version of the nVidia unified driver (version 12.40+), the nVidia Windows 9x 3D Stereo Driver and your TDV viewing system. This latest nVidia driver release prompted TDV Technologies to pre-launch its TDV viewing system. The system is available in a variety of models starting at a special introductory price of \$59.95 at <http://www.i-glasses.com/tdv>

TDV is on track to launch the world's first 3D Stereoscopic Portal for education, entertainment, and e-commerce on September 1, 2001. The TDV Portal will be linked with e-commerce websites - powered by TDV Technologies featuring their products in stereoscopic 3D (TDV).

TDV Technology Corp.
TDV Technologies Corp. offers unique three-dimensional imaging and cost-effective web services. Its primary Internet site, TDV Center (<http://www.TDVCenter.com>) will be the Web's first destination for real three-dimensional e-Commerce, information, education and entertainment.